

CLAIMS

A listing of current claims replacing all prior versions is herein provided.

Listing of claims:

1. (Previously cancelled)
2. (Previously presented) The method of claim 41, wherein said end-of-game criterion comprises a unique criterion associated with a unique end-of-game prize.
3. (Previously presented) The method of claim 41, further comprising identifying a winning game card upon a positive evaluation of said end-of-game criterion.
4. (Previously presented) The method of claim 41, further comprising signaling the end of said game upon the game ending state being achieved.
5. (Previously presented) The method of claim 41, further comprising initiating use of a new current draw result upon the game ending state being achieved.
6. (Previously amended) The method of claim 41, further comprising initiating the use of a new current draw result upon reception of a first play request for participation into said participation game.
7. (Previously presented) The method of claim 41, further comprising generating said game card in response to said play request.
8. (Previously presented) The method of claim 41, further comprising randomly selecting said game card among a set comprising a plurality of game cards upon reception of said play request.
9. (Previously presented) The method of claim 8, further comprising generating said game card set; and storing said game card sets in a card storage means.
10. (Previously presented) The method of claim 9, wherein said step of associating a game card further comprises retrieving said game card from said card storage means.
11. (Previously presented) The method of claim 9, wherein the step of generating a game card set further comprises flagging game cards of the game card set that fulfills said end-of-game criterion upon comparison of said game card to said current draw result,

wherein the step of flagging game cards is performed before the step of storing said game card set.

12. (Previously presented) The method of claim 41 further comprising comparing said game card with said current draw result against prize criteria; and awarding prizes to said player based on said comparison.

13. (Original) The method of claim 12, further comprising associating at least one of said prize criteria with said end-of-game criterion.

14. (Previously presented) The method of claim 13, further comprising associating at least one of said prize criteria with a prize that is more valuable than said prize associated with said end-of-game criterion.

15. (Previously presented) The method of claim 41, wherein all steps of said method are performed in a central game distribution system.

16. (Previously presented) The method of claim 41, wherein at least one of the steps of said method is performed on a discrete gaming apparatus remotely in communication with a central game distribution system wherein at least one other step of the method is performed.

17. (Previously presented) The method of claim 41, wherein a prize or a win is associated with a play request only after completion of a validation process.

18. (Previously presented) The method of claim 41 further comprising requesting completion of a validation process by said player to establish a play outcome for said play request.

19. (Previously presented) The method of claim 18 further comprising holding new play requests during said completion of said validation process.

20. (Previously presented) The method of claim 18, wherein the step of determining whether a game ending state is achieved further comprises registering said completion of said validation process.

21. (Previously presented) The method of claim 18, wherein said completion of said validation process is limited in time.

22. (Previously cancelled)

23. (Previously presented) The system of claim 44 further comprising at least one of draw communication means for handling communication of said current draw result; and card communication means for handling communication of said game card.

24. (Previously presented) The system of claim 44 further comprising archiving means for archiving distributed play information.

25. (Previously presented) The system of claim 44, wherein said card distribution means comprises card storage means for storing a card set comprising a plurality of cards ready to be associated with play requests.

26. (Previously presented) The system of claim 25 further comprising card drawing means for randomly drawing a card from said card set to associate with said play request.

27. (Previously presented) The system of claim 44, wherein said card distribution means comprises a card generation means.

28. (Previously presented) The system of claim 44, further comprising card validation means for validating said game card to be distributed, therefore preventing card distributing means to provide duplicate game cards during said participation game.

29. (Previously presented) The system of claims 44, wherein said system comprises a plurality of separate physical entities, and wherein said draw generating means and said request handling means each form part of a distinct one of said separate physical entities.

30. (Original) The system of claim 29, wherein said draw generation means comprises one of a bingo blower and a set of lotto blowers.

31. (Previously presented) The system of claim 44, further comprising prize evaluation means for comparing said draw result with said game card to identify a winning prize value; and prize awarding means delivering the identified prize value to said player.

32. (Original) The system of claim 31, wherein said prize evaluation means and prize awarding means are remotely connected to said request handling means.

33. (Previously presented) The system of claim 31, further comprising jackpot means for monitoring and awarding a jackpot prize.

34. (Previously presented) The system of claim 44 further comprising a plurality of draw registers with each one of them being associated with a different game title.

35. (Cancelled)

36. (Previously presented) The system of claim 44, further comprising a criteria evaluation means comparing said game card with said draw result, the criteria evaluation means being in remote communication with at least said end-of-game evaluation means.

37. (Previously presented) The system of claim 36 further comprising validation means for completing a validation process.

38. (Previously presented) The system of claim 37, wherein the system further comprising idle means for idling the handling means until completion of the validation process.

39. (Previously presented) The system of claim 36 further comprising a card monitoring means for verifying when no possible card that is available to be distributed can fulfill the end-of-game criterion based on said comparison of said game card to said current draw result.

40. (Previously presented) The system of claim 44, wherein said participation game starts upon reception of a first play request in relation with said participation game.

41. (Previously amended) A method of providing a participation game among a plurality of players, the method comprising the steps of:

- receiving from at least one of said players a play request to participate in said participation game;
- associating a game card to said play request;
- associating a current draw result comprising at least two numbers to said play request;
- establishing a play outcome for said play request, based on comparison of said current draw result and said game card; and
- determining whether a game ending state is achieved based on said comparison, and where;
 - if said game ending state is achieved, ending said participation game for all of said plurality of players by preventing association of said current draw result with a further play request; while
 - if said game ending state is not achieved, maintaining said current draw result in its current form thereby having said current draw result remaining composed of a constant amount of said numbers, and associating said current draw result with a further play request,

wherein all of said play outcomes are based on said current draw result, and

wherein said play request resulting in said game ending state being achieved, establishes a winning player of said participation game.

42. (Previously presented) The method of claim 41, wherein the step of receiving from at least one of said players a play request is performed after the step of maintaining said current draw result in its current form when said game ending state is not achieved.

43. (Previously presented) The method of claim 41, wherein the method is performed at least twice, each time the method being performed being over reception of at one said play request.

44. (Previously amended) A system for handling game related information in relation with a participation game played among a plurality of players and ending upon determination of a winning player among said plurality of players, the system comprising:

draw generation means for generating a current draw result, said current draw unchanging over said participation game thereby remaining composed of a constant amount of numbers, until determination of said winning player;

a draw register for storing said current draw result throughout the play of the participation game until the winning player is determined;

card distributing means for providing a game card;

request handling means for handling a play request from at least one of said plurality of players, comprising associating said game card and said current draw result to said play request and transmitting said game card and said draw result to said player; and

end-of-game evaluation means for evaluating fulfillment of an end-of-game criterion of said play request based on comparison of said game card to said current draw result before evaluating another play request, and, upon fulfillment of said end-of-game criterion, ending said game in addition of determining said player to be the winning player of said participation game,

whereby the system processes play requests independently from each other.

45. (New) A method of providing a participation game among a plurality of players, the method comprising the steps of:

- beginning a new game for at least one player;
- drawing at least two numbers to form a current draw; and
- upon receiving a play request from a player:
 - beginning a game play for said player;

- associating said play request to said current draw;
- generating a game card and associating said game card with said play request;
- establishing a game outcome for said play request based on comparison of said associated game card and said current draw;
- evaluating said game outcome according to a pay table and awarding an award corresponding to said evaluation;
- determining whether a game ending state is achieved based on said comparison, and where:
 - if said game ending state is achieved, ending said game for all players by preventing association of said current draw with a further play request; while
 - if said game ending state is not achieved, continuing said game by allowing at least one further play request to be associated with said current draw; and
 - regardless of whether or not said game ending state is achieved, ending said game play for said player.